
Space Xonix License



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About This Game

"The time to conquer the universe has come!

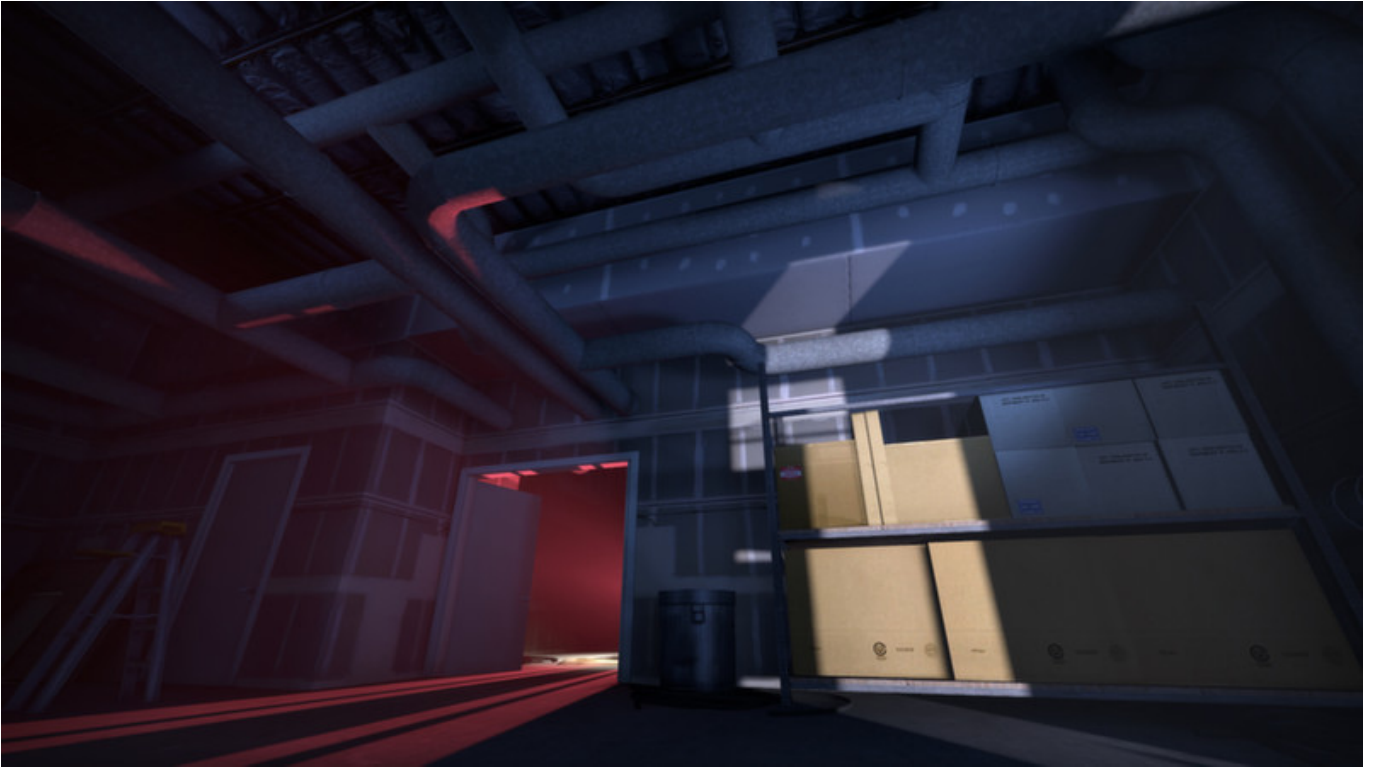
You are the pilot a high-tech U.F.O, with the vast expanse of space as your territory to claim. This beautifully designed game will test your logical thinking, coordination and perseverance with each level offering a plethora of upgrades to choose from. Compete with your friends to have the high score and become the most powerful conqueror in the universe! You can also play co-op on a single device."

Title: Space Xonix
Genre: Casual, Indie
Developer:
SRF Games
Publisher:
SRF Games
Release Date: 17 Sep, 2015

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English,French,German,Russian







There are some mechanics spoilers, and I haven't blacked them out, so if you don't want to see them, don't read any further.

I want to like this game, but it's too slow for the pay off. Being a roguelike game, there are obviously frustrating moments, like getting to level four only to discover that apparently some enemies can blast you against the wall at nearly full health and insta kill you. Well, FTL and Don't Starve have those moments too, but at least they don't seem as slow as this game.

I don't have a problem with turn based games--original XCOM is one of my favorite games, and some of those turns can be quite long. The problem here is, that it just isn't as fun for me. This isn't really objective, as some reviewers don't mind it. What I really find frustrating is that when you loot sarcophagi it can take you a full turn to equip the item, unless it's the first item. For example, if you loot a shield and you didn't have one before, it's automatically equipped. If you already had a shield, you now have to choose to spend a whole turn equipping it. The problem is the turn based system for this game. It's the whole design. It seems to be built around initiative, so you get our speed up and it seems you get more turns, but it still just takes way too long.

I really like all the different equipment and spells you can get: armor, helmets, amulets, defensive\offensive spells, and weapons. Probably my favorite spell is the vampire spell which allows you to take half an enemy's life.

There is a lot of thought put into this game, for sure, and I do enjoy trying to figure out the mechanics myself. Some enemies you kill will turn into white bat-like creatures that you can heal yourself with, or they may heal or kill certain enemies. There are also black bat-like creatures that can heal or harm you and enemies. There are certain conditions for that which you have to figure out. You can knock enemies into walls, each other, and various items and have completely different reactions. It can be quite dangerous figuring out what new spells do, as they can hurt you. There are different kinds of traps: acid\gas, fire, freeze, spikes, etc. and each level is random. There are a lot of different things going on each turn, and you can't stick around too long in the levels as enemies spawn in from the left, and you really don't want to face all of them.

I like a lot of things about this game, but it's just so slow. I may play it again, but I really can't recommend it, because I know a lot of people aren't going to like this aspect.. If you can't find the skins after reinstalling, for example. They are in the game, you have to change her skin in the settings in the main menu. That is the only way to access them!. The map is so much better, thank goodness.

However, they added some unnecessary complexity. Runes to modify how a level plays out are now farmed and consumed, reaking of something done for F2P games. Items and Item Transmuting was added, and while the items are neat, they are a mess to put something coherent together with. Transmuting is nearly a complete waste as you don't really increase the quality of the item by destroying 3 other items.

I'm not far enough into it to rule on too much else. Level design is more complex and there are a ton more enemies with new abilities. All of that looks good.

I cannot help but think they put too much into developing this for tablets and app stores though. A few changes would make this game as amazing as the first, but seeing as they are intrinsic to the "improvements" upon the first, I don't see any of that happening.

I'd rate this a 3/5 so far. Definitely fun, but if you're looking for something more like the original, you're going to be at least a bit disappointed.. Got it from GOTY edition :). The game is good and simple and the music tracks by Skaven are excellent as they always were.

I played this very often many years ago. But nowadays Bejeweled 3 is better somehow.

Good thing in 1 is: You play per turn to advance levels you can actually lose. In 3 there is an algorithm that drops matching diamonds all the time so you cannot lose even if you intentionally play like an idiot.

But if you lose or not is very very random. You can lose after the first turn because there are no more moves and then the game is over.

The game should be 49 cent all the time. PopCap should pull the big money out of this. Or make it free as an introduction to 2

or 3.

So, I cannot recommend it. But the game is too good, to give it a bad rating... ^^
Nevertheless I refunded it. 3 is better somehow.

Danger Deck is a DLC for the Fractured but Whole which adds three main new elements to the game:

- 1) The titular Danger Deck, which is basically a challenge mode where you must face enemies and bosses from the main game in a "virtual environment" of sort in increasingly hard encounters very different from your usual fights in free roaming. Overcoming said challenges will award you unique costumes and Artifacts.
- 2) A "harder than hard" new difficulty setting for the main game, Diabolical.
- 3) New sets of costumes based on the outfits normally worn by the main kids in the series proper.

You should really get this DLC if you are interested in the extra challenge the Diabolical mode provides and/or a fairly challenging fight trials mode. Very good game! I really enjoyed it! Anyone who loves animals, the ecosystem and a good, a bit complex and difficult economy/strategy/simulator/management game to play or have kids and wants to play something on the PC with them should buy this game as soon as possible and buy the whole collection!

PS: You need to own Wildlife Park 2 to play but for the Missions/Quests & Different Starting Screen to appear you need to launch the according game icon, for example for Marine World Missions you need to launch Marine World but for Wildlife Park 2 you need to launch Wildlife Park 2. Whatever the case they will both share the animals so you will still have marine world animals in the Sandbox mode of Wildlife Park 2 but not in all the missions of Wildlife Park 2.. Its a good DLC pack. Thank for the discount :). Thank god this game is getting out of Steam. Nothing truly interesting happens throughout the 1-2 hours it takes to finish it. Lucas is an ok character, but other than that there's nothing there. The love interests are boring as hell, the cruise consists only of partying, swimming and eating (I know it's like that in real life, but please make something happens!), and the weird match-3 minigame brings nothing to the game and is just in the way.

I couldn't believe it, but the endings truly are abrupt. They couldn't have rushed it more even if they tried.

I'm just glad I got it at the goodbye discount, but even at that price it's not worth it.. A very pleasing game. The graphics are adequate, although it's not that important here. It feels well designed, without bugs, super fast (loading, opening) and super light. The sort of things you sometimes get from indie developers.

I put it on the same shelf as Mount & Blade and Banished.. <https://youtu.be/QJOpWuG4aIU>

A very sluggish puzzle/stealth game that lacks any element to make it stand out.. As a lover of time management games I was a bit unsure when purchasing this one. From reading the description and other reviews I sort of expected a kind of farm frenzy style game. While it has some elements of that style of game play, it is much more in the style of the build-a-lot games. I've completed around 15 levels all gold so far in 3-4 hours game play. I can't see much replayability with this game but with the price (especially while it's currently on special) it's definitely worth it if you love these types of games.

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